



negative







negative







negative







negative







negative

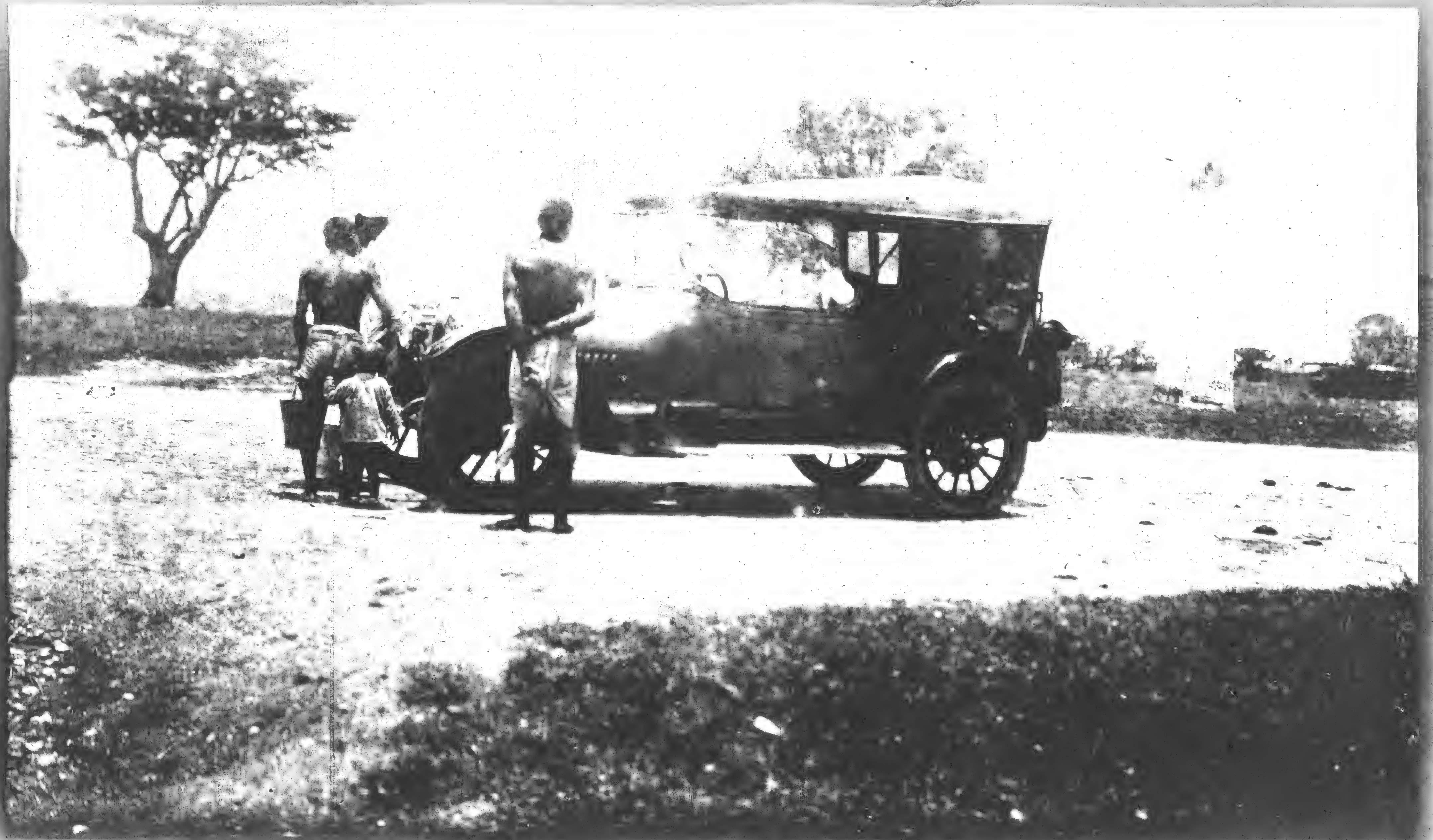






negative







negative







*negative*







negative







negative